

INDIANA DEPARTMENT OF TRANSPORTATION
MATERIALS AND TESTS DIVISION

RANDOM SAMPLING
ITM No. 802-99P

1.0 SCOPE

- 1.1 This procedure is used to determine the random unit, random quantity, or random location for sampling of construction materials. Use of this method is intended to minimize any bias on the part of the person taking the sample.
- 1.2 The values stated in either SI metric or acceptable English units are to be regarded separately as standard, as appropriate for a specification with which this ITM is used. Within the text, English units are shown in parenthesis. The values stated in each system may not be exact equivalents; therefore each system shall be used independently of the other, without combining values in any way.

2.0 SIGNIFICANCE AND USE

- 2.1 This ITM is used to determine the unit, quantity, or location of the material to be sampled for acceptance in accordance with the Standard Specifications.

3.0 RANDOM NUMBERS

- 3.1 The Random Number Tables consist of a list of numbers in blocks which are to be used in the random selection process. Only the Tables listed as Attachments to this ITM may be used.
- 3.2 To use a Random Number Table select without looking one block in the table.
- 3.3 After selecting the block, the top left number in the block is the first random number used. If a pair of random numbers are needed, the adjacent number within the block is used.
- 3.4 Proceed down the vertical column for additional numbers and proceed to the top of the adjacent column to the right, if available, when the bottom of the column is reached. When the bottom of the last column on the right is reached, proceed to the top of the column of the first column on the left in the table.

If a pair of numbers are needed, proceed down the vertical column by pairs for additional numbers, and proceed to the adjacent top block to the right, if available. When the bottom pair of numbers on the right is reached, proceed to the top block on the left in the table.

- 3.5 If each number or pair of numbers in the table is used for the random selection process, select a new starting block in accordance with 2.3 and repeat the procedure.
- 3.6 If the random location results in a location that a sample is not allowed, then the random number shall be discarded and the next random number in sequence will be used, unless otherwise indicated.

4.0 PROCEDURE -- RANDOM UNIT

- 4.1 Identify the number of units from which a random unit is required and label these units numerically beginning with 1 and increasing until all the units have a different number.
- 4.2 Select a random number in accordance with 2.0.
- 4.3 Multiply the number of units by the random number.
- 4.4 Round up the resulting number to the next whole number to determine the random unit.

Example:

Number of Samples	= 4
Random Number	= 0.698
Random Sample	= $4 \times 0.698 = 2.792$ (Round up to 3)

5.0 PROCEDURE -- RANDOM QUANTITY

- 5.1 Identify the quantity from which a random quantity is required.
- 5.2 Select a random number in accordance with 2.0.
- 5.3 Multiply the quantity by the random number.
- 5.4 The resulting number is the random quantity to be sampled.
- 5.5 The sample is obtained from the truck containing the random quantity.

Example No. 1:

Sublot Size	= 380 Mg of HMA
Random Number	= 0.871
Random Quantity	= $380 \times 0.871 = 331$ Mg

Sample HMA from the truck containing Mg number 331.

Example No. 2:

Sublot Size	= 40 m^3 of superstructure concrete
Random Number	= 0.399
Random Quantity	= $40 \times 0.399 = 16 \text{ m}^3$

Sample concrete from truck containing m^3 number 16.

6.0 PROCEDURE -- RANDOM LOCATION PER LENGTH

- 6.1 Identify the length from which a random location is required.
- 6.2 Select a random number in accordance with 2.0
- 6.3 Multiply the length by the random number.
- 6.4 The resulting number is the random distance.
- 6.5 Add the random distance to the beginning of the length to determine the random location.

7.0 PROCEDURE -- RANDOM LOCATION PER AREA

- 7.1 Identify the area from which a random location is required.
- 7.2 Select a pair of random numbers in accordance with 2.0. Use the first number for the longitudinal location and the second number for the transverse location.
- 7.3 Determine the longitudinal length in accordance with 5.0
- 7.4 Multiply the transverse width by the random number.

7.5 The resulting numbers represent the random location.

Example No. 1:

HMA -- Plate Samples. The random location of a plate sample is determined from a random quantity, random longitudinal distance, and transverse distance as follows:

1. A random quantity is determined in accordance with 4.0.
2. The random longitudinal distance is determined from the length the mixture is placed by the truck containing the random quantity. The starting station for the longitudinal distance is the location of the paver when the truck begins unloading into the paver or material transfer device. Computations are made to the nearest 1 m (1 ft).
3. The random transverse distance is determined using the width of the course being placed. Computations are made to the nearest 0.1 m (0.1 ft). The distance is measured from the right edge of the course determined by looking in the direction of increasing station numbers.

Plate samples will not be taken at the following locations:

1. Less than 0.3 m (1 ft) from the edge of the course; or
2. A course thickness less than 1.5 times the maximum particle size.

Calculations:

A 25.0 mm base mixture is being placed at 180 kg/m² for a width of 3.6 m. The truck contains 18 Mg of mixture. The station of the paver when the truck begins unloading is 10+500.

Sublot Size	= 1000 Mg
Random Number	= 0.613
Random Quantity	= 1000 x 0.613
	= 613

$$\begin{aligned}\text{Length of Load} &= \frac{\text{Load Weight (Mg)}}{\text{Avg. Planned Quantity (kg/m}^2\text{) x Width (m)}} \times \\ 1000 &= \frac{18}{180 \times 3.6} \\ &= 28 \text{ m}\end{aligned}$$

Random Numbers	= 0.428, 0.417
Longitudinal Distance	= 28 x 0.428 = 12 m
Random Location	= 10+500 + 12 = 10+512
Transverse Distance	= 3.6 x 0.417 = 1.5 m

Example No. 2:

HMA -- Density Using Cores. The station at which a core is taken is determined using the length of pavement needed for a subplot of HMA. The transverse distance is determined using the width of the course being placed and is measured from the right edge of the course determined by looking in the direction of increasing station numbers. Computations for the longitudinal distance are made to the nearest 1 m (1 ft) and computations for the transverse distance are made to the nearest 0.1 m (0.1 ft). Cores will not be taken at the following locations:

1. Less than 75 mm (3 in.) from a confined edge of the course being placed;
2. Less than 150 mm (6 in.) from a non-confined edge of the course being placed; or
3. A course thickness less than 1.5 times the maximum particle size.

Calculations:

A 19.0 mm intermediate mixture is being placed at 120 kg/m² for a width of 3.6 m. The starting station of the subplot is 15+800.

The subplot size is 1000 Mg.

$$\begin{aligned}
 \text{Length of Sublot} &= \frac{\text{Sublot Size (Mg)}}{\text{Avg. Planned Quantity (kg/m}^2\text{) x Width (m)}} \times 1000 \\
 &= \frac{1000}{120 \times 3.6} \times 1000 \\
 &= 2315
 \end{aligned}$$

Random Numbers	= 0.256 , 0.561
Longitudinal Distance	= 2315 x 0.256 = 77 m
Random Station	= 15+800 + 77 = 15+877
Transverse Distance	= 3.6 x 0.561 = 2.0 m

Example No. 3:

PCCP - Core Thickness. The station at which a core is taken is determined using the length of pavement needed for the subplot of PCCP. The transverse distance is determined using the width of pavement being placed, and is measured from the right edge of the lane determined by looking in the direction of increasing station numbers. Computations for the longitudinal distance are made to the nearest 1 m (1 ft) and computations for the transverse distance are made to the nearest 0.1 m (0.1 ft). Cores will not be taken at the following locations:

1. Less than 0.6 m (2 ft) from a D-1 contraction joint;
2. Less than 75 mm (3 in.) from the longitudinal joint; or
3. Less than 1.5 m (5 ft) from a transverse construction joint.

If a core location is less than 0.6 m (2 ft) from the edge of pavement, a new location will be determined by subtracting or adding 0.6 m (2 ft) from the random transverse distance. If a core location is over a dowel bar, a new location will be determined by subtracting or adding 1 m (3 ft) from the random station. If a core location is less than 1.5 m (5 ft) from a transverse construction joint, a new location will be determined by subtracting or adding 1.5 m (5 ft) from the random station.

Calculations:

A PCCP is being placed at a width of 3.6 m and the starting station of the subplot is 7+500. The subplot size is 2000 m².

$$\text{Length of Sublot} = \frac{\text{Sublot Size(m}^2\text{)}}{\text{Width (nearest 0.1 m)}}$$

$$= \frac{2000}{3.6} = 556 \text{ m}$$

$$\text{Random Numbers} = 0.935, 0.114$$

$$\text{Longitudinal Distance} = 556 \times 0.935 = 520\text{m}$$

$$\text{Random Station} = 7+500 + 520 = 8+020$$

$$\begin{aligned}\text{Transverse Distance} &= 3.6 \times 0.114 = 0.4 \text{ m} \\ &\text{(Too close to edge of} \\ &\text{pavement)} \\ &= 0.4 + 0.6 = 1.0 \text{ m}\end{aligned}$$

8.0 PROCEDURE -- RANDOM TARGET AREA

- 8.1. Determine the area from which a random location is required to the nearest 1 m^2 (1 yd^2).
- 8.2. Divide the area by 100 and round down to the nearest whole number. The resulting number will be the number of segments within the area that are available for sampling.
- 8.3. Divide the area by the number of sample segments to determine the sample segment size to the nearest 1 m^2 (1 yd^2).
- 8.4. Select a random number in accordance with 2.0.
- 8.5. Multiply the number of sample segments by the random number and round down to the nearest whole number. The resulting number represents the random target area. The sample will be taken from material placed within the random target area.
- 8.6. Divide the sample segment size by the width of the area and round to the nearest 0.1 m (0.1 ft) length. The resulting number is the length of the random target area.
- 8.7. Multiply the random target area by the length of the random target area and round to the nearest whole meter. The resulting number will be the distance to the beginning of the random target area as measured from the start of the area to be sampled.

Example:

Portland Cement Concrete Pavement (PCCP) -- Plastic Concrete Samples. The location of the random target area is determined for each subplot. The PCCP sample is taken from material placed within the random target area.

Calculations:

A PCCP is being placed at a width of 3.6 m and the starting station of the subplot is 10+250. The subplot size is 2000 m^2 .

$$\text{Number of Sample Segments} = \frac{2000}{100} = 20$$

$$\text{Sample Segment Size} = \frac{2000}{20} = 100 \text{ m}^2$$

$$\text{Random Number} = 0.830$$

$$\begin{aligned}
 \text{Random Target Area} &= 20 \times 0.830 = 16.6 \\
 &\quad (\text{Round down to } 16) \\
 \\
 \text{Length of Random Target Area} &= \frac{\text{Sample Segment Size (m}^2\text{)}}{\text{Width (nearest 0.1m)}} \\
 &= \frac{100}{3.6} = 27.78 \text{ m} \\
 &\quad 3.6 \text{ (Round to } 27.8 \text{ m)} \\
 \\
 \text{Distance to the beginning of the Random Target Area} &= 16 \times 27.8 \\
 &= 444.8 \text{ m (Round to } 445 \text{ m)}
 \end{aligned}$$

Calculations:

A PCCP is being placed at a width of 7.2 m and the starting station of the subplot is 16+500. The subplot size is 450 m².

$$\begin{aligned}
 \text{Number of Sample Segments} &= \frac{450}{100} = 4.5 \\
 &\quad 100 \text{ (Round down to } 4) \\
 \\
 \text{Sample Segment Size} &= \frac{450}{4} = 112.5 \text{ m}^2 \\
 &\quad 4 \\
 \\
 \text{Random Number} &= 0.361 \\
 \text{Random Target Area} &= 4 \times 0.361 = 1.44 \\
 &\quad (\text{Round down to } 1) \\
 \text{Length of Random Target Area} &= \frac{\text{Sample Segment Size (m}^2\text{)}}{\text{Width (nearest 0.1m)}} \\
 &= \frac{112}{7.2} = 15.56 \text{ m} \\
 &\quad 7.2 \text{ (Round to } 15.6 \text{ m)} \\
 \\
 \text{Distance to the beginning of the Random Target Area} &= 1 \times 15.6 \text{ m} \\
 &= 15.6 \text{ m} \\
 &\quad (\text{Round to } 16 \text{ m)}
 \end{aligned}$$

RANDOM NUMBER TABLE

0.576	0.730	0.430	0.754	0.271	0.870	0.732	0.721	0.998	0.239
0.892	0.948	0.858	0.025	0.935	0.114	0.153	0.508	0.749	0.291
0.669	0.726	0.501	0.402	0.231	0.505	0.009	0.420	0.517	0.858
0.609	0.482	0.809	0.140	0.396	0.025	0.937	0.310	0.253	0.761
0.971	0.824	0.902	0.470	0.997	0.392	0.892	0.957	0.040	0.463
0.053	0.899	0.554	0.627	0.427	0.760	0.470	0.040	0.904	0.993
0.810	0.159	0.225	0.163	0.549	0.405	0.285	0.542	0.231	0.919
0.081	0.277	0.035	0.039	0.860	0.507	0.081	0.538	0.986	0.501
0.982	0.468	0.334	0.921	0.690	0.806	0.879	0.414	0.106	0.031
0.095	0.801	0.576	0.417	0.251	0.884	0.522	0.235	0.389	0.222
0.509	0.025	0.794	0.850	0.917	0.887	0.751	0.608	0.698	0.683
0.371	0.059	0.164	0.838	0.289	0.169	0.569	0.977	0.796	0.996
0.165	0.996	0.356	0.375	0.654	0.979	0.815	0.592	0.348	0.743
0.477	0.535	0.137	0.155	0.767	0.187	0.579	0.787	0.358	0.595
0.788	0.101	0.434	0.638	0.021	0.894	0.324	0.871	0.698	0.539
0.566	0.815	0.622	0.548	0.947	0.169	0.817	0.472	0.864	0.466
0.901	0.342	0.873	0.964	0.942	0.985	0.123	0.086	0.335	0.212
0.470	0.682	0.412	0.064	0.150	0.962	0.925	0.355	0.909	0.019
0.068	0.242	0.777	0.356	0.195	0.313	0.396	0.460	0.740	0.247
0.874	0.420	0.127	0.284	0.448	0.215	0.833	0.652	0.701	0.326
0.897	0.877	0.209	0.862	0.428	0.117	0.100	0.259	0.425	0.284
0.876	0.969	0.109	0.843	0.759	0.239	0.890	0.317	0.428	0.802
0.190	0.696	0.757	0.283	0.777	0.491	0.523	0.665	0.919	0.246
0.341	0.688	0.587	0.908	0.865	0.333	0.928	0.404	0.892	0.696
0.846	0.355	0.831	0.218	0.945	0.364	0.673	0.305	0.195	0.887
0.882	0.227	0.552	0.077	0.454	0.731	0.716	0.265	0.058	0.075
0.464	0.658	0.629	0.269	0.069	0.998	0.917	0.217	0.220	0.659
0.123	0.791	0.503	0.447	0.659	0.463	0.994	0.307	0.631	0.422
0.116	0.120	0.721	0.137	0.263	0.176	0.798	0.879	0.432	0.391
0.836	0.206	0.914	0.574	0.870	0.390	0.104	0.755	0.082	0.939
0.636	0.195	0.614	0.486	0.629	0.663	0.619	0.007	0.296	0.456
0.630	0.673	0.665	0.666	0.399	0.592	0.441	0.649	0.270	0.612
0.804	0.112	0.331	0.606	0.551	0.928	0.830	0.841	0.702	0.183
0.360	0.193	0.181	0.399	0.564	0.772	0.890	0.062	0.919	0.875
0.183	0.651	0.157	0.150	0.800	0.875	0.205	0.446	0.648	0.685

RANDOM NUMBER TABLE

0.206	0.455	0.609	0.131	0.382	0.576	0.589	0.985	0.587	0.410
0.352	0.463	0.735	0.539	0.683	0.419	0.464	0.190	0.014	0.197
0.807	0.721	0.889	0.228	0.889	0.553	0.475	0.104	0.308	0.814
0.992	0.265	0.134	0.914	0.978	0.144	0.330	0.818	0.538	0.519
0.615	0.852	0.291	0.196	0.478	0.271	0.567	0.091	0.052	0.533
0.691	0.944	0.451	0.873	0.945	0.843	0.901	0.743	0.193	0.563
0.456	0.796	0.900	0.222	0.706	0.350	0.466	0.903	0.007	0.409
0.342	0.380	0.314	0.455	0.403	0.818	0.916	0.803	0.370	0.153
0.305	0.745	0.720	0.213	0.804	0.362	0.793	0.685	0.443	0.003
0.125	0.399	0.675	0.403	0.269	0.942	0.800	0.565	0.210	0.095
0.750	0.644	0.178	0.912	0.102	0.378	0.715	0.707	0.060	0.811
0.495	0.674	0.223	0.372	0.790	0.496	0.934	0.762	0.941	0.553
0.749	0.925	0.008	0.386	0.170	0.266	0.869	0.463	0.308	0.044
0.557	0.768	0.417	0.902	0.230	0.775	0.556	0.129	0.602	0.023
0.265	0.158	0.168	0.200	0.650	0.302	0.460	0.811	0.449	0.783
0.461	0.833	0.513	0.754	0.450	0.553	0.154	0.741	0.111	0.693
0.092	0.901	0.948	0.296	0.937	0.401	0.637	0.356	0.108	0.993
0.233	0.487	0.084	0.363	0.719	0.451	0.299	0.063	0.971	0.779
0.178	0.680	0.528	0.814	0.437	0.484	0.265	0.107	0.754	0.234
0.642	0.302	0.860	0.126	0.350	0.477	0.018	0.083	0.648	0.737
0.936	0.847	0.548	0.735	0.843	0.653	0.507	0.678	0.201	0.722
0.886	0.138	0.957	0.002	0.709	0.746	0.112	0.723	0.639	0.381
0.823	0.960	0.512	0.860	0.380	0.903	0.334	0.709	0.734	0.241
0.496	0.030	0.730	0.645	0.605	0.585	0.459	0.856	0.506	0.388
0.624	0.021	0.751	0.172	0.520	0.123	0.616	0.943	0.757	0.946
0.625	0.408	0.690	0.402	0.039	0.189	0.675	0.564	0.244	0.777
0.283	0.915	0.720	0.007	0.406	0.356	0.771	0.975	0.576	0.760
0.296	0.996	0.678	0.920	0.872	0.720	0.426	0.388	0.682	0.142
0.735	0.002	0.388	0.170	0.238	0.711	0.880	0.716	0.728	0.961
0.222	0.103	0.616	0.330	0.512	0.018	0.108	0.558	0.996	0.969
0.632	0.796	0.235	0.924	0.340	0.330	0.644	0.646	0.637	0.825
0.551	0.679	0.022	0.454	0.455	0.858	0.324	0.176	0.965	0.477
0.161	0.282	0.057	0.409	0.417	0.157	0.703	0.636	0.579	0.819
0.600	0.985	0.309	0.414	0.116	0.426	0.577	0.072	0.784	0.143
0.248	0.654	0.277	0.986	0.395	0.607	0.886	0.042	0.577	0.173

RANDOM NUMBER TABLE

0.779	0.284	0.210	0.877	0.351	0.611	0.544	0.091	0.483	0.778
0.438	0.495	0.264	0.694	0.005	0.970	0.594	0.757	0.710	0.912
0.071	0.491	0.689	0.601	0.408	0.360	0.483	0.766	0.541	0.674
0.691	0.646	0.759	0.965	0.337	0.494	0.054	0.846	0.485	0.772
0.075	0.270	0.325	0.371	0.381	0.590	0.868	0.643	0.597	0.233
0.888	0.375	0.489	0.450	0.263	0.842	0.586	0.862	0.153	0.228
0.613	0.838	0.358	0.725	0.958	0.146	0.424	0.601	0.363	0.895
0.639	0.967	0.636	0.724	0.495	0.357	0.132	0.797	0.098	0.665
0.272	0.257	0.765	0.217	0.339	0.928	0.241	0.464	0.608	0.348
0.041	0.365	0.358	0.628	0.208	0.297	0.028	0.062	0.326	0.765
0.795	0.849	0.984	0.550	0.453	0.592	0.216	0.100	0.179	0.257
0.961	0.325	0.114	0.732	0.829	0.637	0.706	0.950	0.977	0.265
0.840	0.934	0.012	0.949	0.269	0.581	0.872	0.310	0.763	0.893
0.738	0.848	0.613	0.699	0.129	0.781	0.263	0.397	0.688	0.198
0.594	0.960	0.898	0.519	0.034	0.853	0.070	0.136	0.151	0.829
0.569	0.905	0.347	0.957	0.034	0.302	0.594	0.708	0.529	0.219
0.358	0.828	0.920	0.887	0.349	0.491	0.616	0.785	0.460	0.572
0.458	0.763	0.207	0.483	0.203	0.996	0.186	0.076	0.647	0.883
0.060	0.145	0.114	0.934	0.733	0.786	0.961	0.241	0.172	0.995
0.401	0.248	0.516	0.911	0.669	0.991	0.999	0.617	0.547	0.969
0.964	0.458	0.356	0.414	0.953	0.176	0.987	0.381	0.256	0.309
0.118	0.918	0.142	0.540	0.448	0.889	0.555	0.205	0.879	0.362
0.254	0.600	0.806	0.126	0.299	0.754	0.373	0.779	0.594	0.301
0.254	0.838	0.398	0.389	0.970	0.018	0.132	0.512	0.569	0.608
0.427	0.410	0.434	0.847	0.787	0.001	0.524	0.828	0.448	0.087
0.342	0.746	0.382	0.662	0.670	0.065	0.133	0.067	0.958	0.630
0.112	0.129	0.663	0.666	0.018	0.522	0.454	0.813	0.405	0.698
0.767	0.879	0.390	0.279	0.994	0.474	0.004	0.831	0.323	0.414
0.940	0.989	0.854	0.835	0.957	0.154	0.493	0.642	0.637	0.578
0.271	0.337	0.728	0.173	0.840	0.814	0.777	0.877	0.028	0.794
0.078	0.590	0.712	0.705	0.336	0.603	0.992	0.214	0.934	0.800
0.799	0.519	0.235	0.113	0.936	0.059	0.793	0.504	0.065	0.526
0.033	0.873	0.130	0.921	0.485	0.146	0.330	0.633	0.835	0.172
0.423	0.958	0.967	0.605	0.632	0.710	0.217	0.613	0.259	0.699
0.273	0.945	0.329	0.895	0.813	0.154	0.149	0.425	0.881	0.029

RANDOM NUMBER TABLE

0.731	0.731	0.423	0.958	0.950	0.212	0.700	0.267	0.448	0.975
0.799	0.629	0.160	0.292	0.932	0.083	0.068	0.763	0.794	0.785
0.061	0.225	0.782	0.150	0.006	0.645	0.422	0.666	0.818	0.182
0.272	0.685	0.643	0.687	0.945	0.205	0.461	0.399	0.588	0.677
0.941	0.170	0.982	0.792	0.435	0.142	0.244	0.140	0.395	0.295
0.428	0.330	0.534	0.376	0.903	0.036	0.165	0.725	0.200	0.736
0.618	0.542	0.219	0.787	0.114	0.594	0.833	0.070	0.114	0.450
0.080	0.806	0.777	0.185	0.473	0.341	0.810	0.462	0.811	0.736
0.190	0.444	0.671	0.642	0.726	0.451	0.955	0.952	0.859	0.929
0.343	0.766	0.809	0.365	0.646	0.768	0.717	0.848	0.053	0.545
0.281	0.633	0.189	0.261	0.950	0.549	0.906	0.164	0.921	0.791
0.974	0.666	0.600	0.834	0.832	0.205	0.163	0.668	0.096	0.350
0.819	0.495	0.392	0.968	0.755	0.917	0.266	0.452	0.341	0.095
0.131	0.253	0.777	0.120	0.753	0.008	0.205	0.626	0.826	0.778
0.522	0.878	0.990	0.159	0.278	0.643	0.024	0.287	0.707	0.373
0.510	0.132	0.722	0.906	0.800	0.932	0.009	0.383	0.677	0.289
0.094	0.058	0.483	0.285	0.264	0.546	0.047	0.761	0.085	0.786
0.186	0.546	0.975	0.715	0.628	0.525	0.231	0.444	0.077	0.066
0.797	0.784	0.884	0.604	0.954	0.992	0.175	0.129	0.224	0.984
0.485	0.263	0.597	0.268	0.498	0.722	0.184	0.686	0.536	0.089
0.573	0.755	0.217	0.463	0.776	0.492	0.420	0.107	0.164	0.940
0.266	0.433	0.175	0.403	0.519	0.730	0.091	0.385	0.984	0.578
0.880	0.037	0.157	0.535	0.466	0.215	0.818	0.636	0.215	0.276
0.396	0.158	0.227	0.636	0.823	0.238	0.172	0.522	0.805	0.109
0.436	0.091	0.271	0.032	0.644	0.475	0.372	0.399	0.481	0.605
0.850	0.863	0.748	0.453	0.925	0.418	0.018	0.570	0.834	0.079
0.839	0.866	0.943	0.093	0.493	0.530	0.995	0.282	0.544	0.532
0.103	0.528	0.632	0.643	0.780	0.752	0.974	0.850	0.997	0.303
0.218	0.786	0.065	0.149	0.903	0.049	0.223	0.487	0.242	0.559
0.693	0.355	0.412	0.535	0.878	0.121	0.031	0.919	0.710	0.069
0.339	0.521	0.001	0.297	0.190	0.802	0.682	0.836	0.694	0.242
0.515	0.885	0.494	0.739	0.373	0.058	0.026	0.386	0.658	0.455
0.076	0.471	0.334	0.422	0.136	0.871	0.818	0.790	0.365	0.276
0.367	0.901	0.023	0.530	0.992	0.758	0.821	0.399	0.926	0.974
0.795	0.218	0.884	0.070	0.291	0.436	0.905	0.271	0.181	0.881

RANDOM NUMBER TABLE

0.344	0.569	0.290	0.243	0.451	0.836	0.596	0.159	0.878	0.107
0.409	0.991	0.666	0.609	0.026	0.620	0.772	0.318	0.987	0.197
0.375	0.596	0.892	0.472	0.916	0.252	0.988	0.470	0.980	0.566
0.547	0.253	0.020	0.474	0.462	0.096	0.515	0.729	0.251	0.676
0.350	0.802	0.627	0.825	0.866	0.765	0.999	0.268	0.058	0.968
0.885	0.786	0.077	0.805	0.089	0.953	0.055	0.825	0.436	0.330
0.389	0.889	0.169	0.491	0.804	0.132	0.862	0.703	0.558	0.808
0.839	0.142	0.211	0.099	0.662	0.627	0.919	0.012	0.104	0.378
0.100	0.781	0.332	0.776	0.546	0.370	0.524	0.470	0.919	0.796
0.510	0.331	0.467	0.221	0.364	0.434	0.386	0.642	0.077	0.456
0.481	0.599	0.085	0.647	0.500	0.120	0.592	0.103	0.702	0.999
0.213	0.195	0.999	0.470	0.268	0.215	0.220	0.043	0.360	0.024
0.431	0.730	0.905	0.420	0.210	0.805	0.723	0.137	0.156	0.031
0.029	0.832	0.713	0.435	0.520	0.503	0.452	0.981	0.633	0.118
0.240	0.329	0.015	0.550	0.088	0.086	0.325	0.397	0.061	0.806
0.906	0.743	0.882	0.924	0.310	0.456	0.396	0.784	0.686	0.184
0.559	0.408	0.245	0.212	0.802	0.017	0.841	0.598	0.142	0.228
0.161	0.678	0.660	0.388	0.964	0.169	0.184	0.237	0.222	0.328
0.068	0.035	0.547	0.227	0.818	0.008	0.467	0.353	0.615	0.264
0.459	0.348	0.664	0.718	0.920	0.382	0.824	0.039	0.462	0.235
0.541	0.776	0.752	0.366	0.016	0.827	0.608	0.923	0.601	0.087
0.517	0.859	0.217	0.074	0.766	0.689	0.650	0.404	0.729	0.980
0.669	0.598	0.372	0.594	0.043	0.378	0.416	0.857	0.039	0.905
0.274	0.385	0.352	0.367	0.149	0.327	0.160	0.283	0.840	0.708
0.235	0.165	0.658	0.567	0.982	0.094	0.690	0.319	0.605	0.706
0.881	0.556	0.066	0.062	0.614	0.018	0.030	0.035	0.728	0.859
0.326	0.663	0.566	0.470	0.421	0.477	0.066	0.018	0.825	0.434
0.683	0.304	0.968	0.239	0.663	0.236	0.277	0.317	0.214	0.478
0.618	0.944	0.985	0.105	0.540	0.183	0.748	0.009	0.353	0.963
0.925	0.226	0.388	0.513	0.526	0.718	0.539	0.924	0.442	0.197
0.685	0.943	0.431	0.317	0.476	0.228	0.414	0.064	0.955	0.340
0.658	0.412	0.512	0.885	0.685	0.636	0.851	0.584	0.048	0.951
0.869	0.495	0.608	0.567	0.035	0.493	0.500	0.229	0.826	0.337
0.125	0.157	0.056	0.436	0.657	0.602	0.823	0.453	0.823	0.099
0.569	0.998	0.733	0.097	0.268	0.640	0.272	0.718	0.153	0.644